2.9 CLCN A/B ADDRESS PINNING

The CLCN A/B board is the CE Compliant version of the LCNI/O board.

There are no LCN module adjustments; however, the CLCN A/B boards have an address pack that must be characterized for the particular node it occupies on the LCN. This normally is done for each system during factory test.

The address of the nodes in an LCN must start with "1" and be assigned in increasing numerical order. In planning for future additions to the system, reserve a number or set of numbers for that. All other addresses are assigned in the order of module placement. Nodes can be added later during system expansion, and can be done so without changing original assignments if gaps in the node numbering are placed to allow more node numbers to be added later. At this time, a topology map should be initiated and maintained.

If the CLCN A/B or K2LCN board is replaced on site, or if an additional module is added, the new board or module (including the Universal Work Station) must be set up for the node it will occupy; for example, Figures 2-9 and 2-10 show the location of the address pack on the CLCN A/B board and the K2LCN board, jumpered for an address of three (3).

CAUTION

The address pinning is logically ORed together if an CLCN A/B board is used with a K2LCN board. **The address must be pinned only on the CLCN A/B board.**

For keyboard pinning options on the Universal Work Station, refer to Appendix A, paragraph A.7.

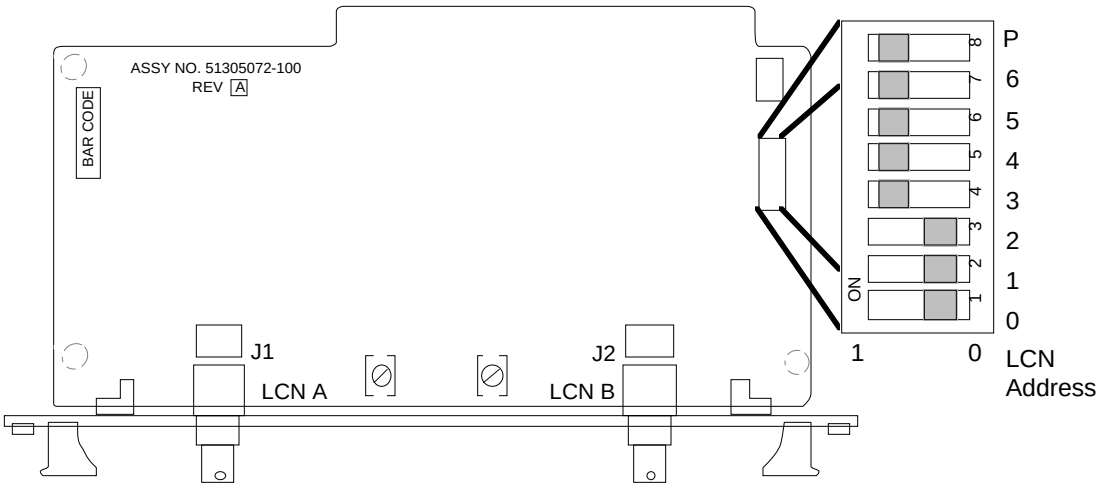

Figure 2-9 — CLCN A/B Node Address Jumpers

2.15 TPDG I/O PINNING

TPDG I/O pinning selects the monitor background color present before the color palate is activated. Four shades of gray are selected using J10 and J11 in combinations.

COLOR	J10	J11
Black	0	0
Light Gray	0	1
Medium Gray	1	0
Warm Gray	1	1

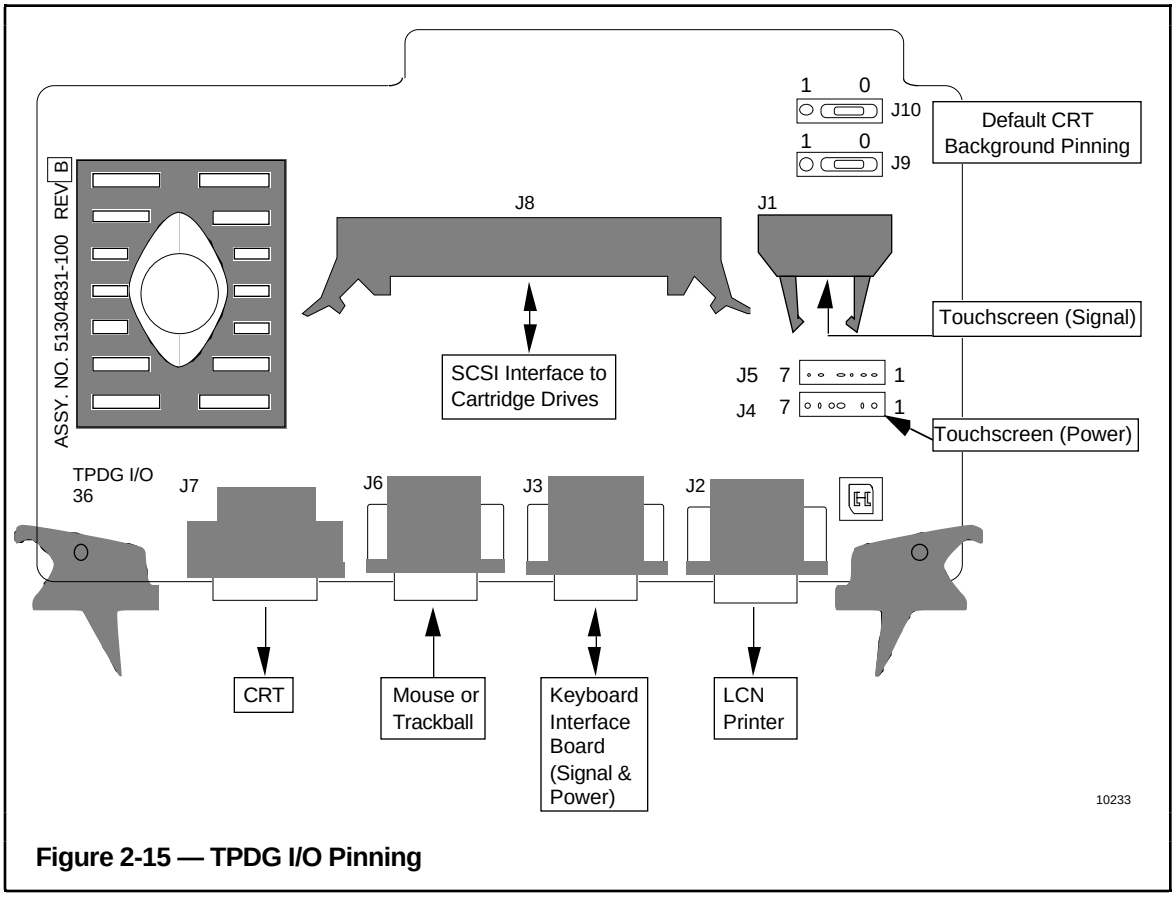

Figure 2-15 — TPDG I/O Pinning